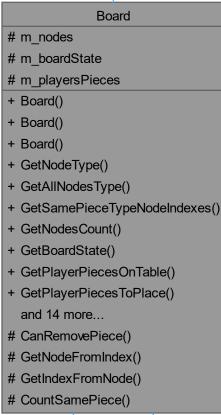
## **IBoardComputer IBoardLoader** + GetAllNodes() + GetPossiblePlaces() + LoadBoard() + GetPossibleMovesFromNode() + LoadFromConfig() + GetPossibleMoves() + SaveBoard() + GetPossibleRemoves() + CanBeFullLine() + IsFullLine() **IBoard** + GetNodeType() + GetAllNodesType() + GetNodesCount() + GetSamePieceTypeNodeIndexes() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() + AddPiece() + MovePiece() + RemovePiece() and 8 more... **Board** # m\_nodes # m\_boardState # m\_playersPieces



## + DiagonalsBoard() + DiagonalsBoard() + GetBoardType() + LoadFromConfig() + LoadBoard() + SaveBoard() + CanBeFullLine() + IsFullLine() + IsWindmillRule() + ~DiagonalsBoard()

DiagonalsBoard

+ DiagonalsBoard()

## NormalBoard + NormalBoard() + NormalBoard() + NormalBoard() + GetBoardType() + LoadFromConfig() + LoadBoard() + SaveBoard() + CanBeFullLine() + IsFullLine() + IsWindmillRule() + ~NormalBoard()